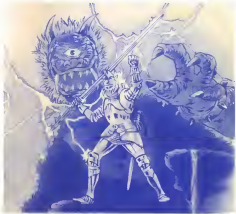


GHOULS'N GHOSTS™



SEGA

Loading Instructions:

Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

- ① Insert Mega Cartridge
- ② Insert Control Pad 1



Exterminate Loki!

It was three years ago when the Dark Prince, Loki, made an attempt to destroy the beautiful, peaceful kingdom of Laseel. It was Sir Arthur who courageously fought Loki and saved the people of Laseel from Loki's nasty grasp.

But the wicked and evasive Dark Prince has once again pillaged Laseel and plagued the people with paralyzing fear. And this time he took the breathtaking beauty, Princess Tamara!

You as Sir Arthur must avenge your village and rescue Princess Tamara. It's not going to be easy! Snoring pigmen, scythe-wielding skeletons, and haunted guillotines with an appetite for human flesh are some of the countless loathsome creatures that you will encounter. That's not all.



In order to reach Loki's castle you must obtain the keys to the locked gates. But first you must confront the Gatekeepers who will do anything to keep you away from the keys. Sounds tough? Someone has to do it. You can — if you have the right weapons, plenty of luck, and lots of guts!

Take Control!

To help Arthur succeed, learn how to use your Control Pad before you start playing.

1. Directional Button (D-Button)
2. Button 1
3. Button 2



① Directional Button (D-Button)

- Press left or right to move Arthur in those directions.
- Press up to climb ladders, press down to descend ladders.
- Press down to crouch.
- On the Status screen, press up or down to select the type of magic. (To make the Status screen appear, press the Pause button on the Master System base unit.)

② Button 1

- Press to start the game.
- Press to attack.
- Press and hold to use magic.

③ Button 2

- Press to start the game.
- Press to jump.

④ Pause Button

- Press to pause the game and to view the Status screen.

Arthur's Skills of Combat

Shooting up

While pressing the D-Button up, press Button 1.

Shooting while crouching

While pressing the D-Button down, press Button 1.

Shooting down while jumping

When jumping, press Button 1 while pressing the D-Button down.

Using Magic

Press Button 1. When Arthur and the Magic gauge start flashing, lift your finger from the button.

Getting Started

When you turn the power switch on, the Title screen appears. At the Title screen, press Button 1 or 2 to start the game.

Can Sir Arthur Survive?

Arthur dons his silver armor and starts the long, grueling journey to rescue poor Princess Tamia and to destroy Loki, the Dark Prince. All sorts of fiendish creatures await him on his way to Loki's castle. Arthur will also run into treasure chests packed with some real surprises. He starts with only three chances to accomplish his duty and you're the only one who can help him survive!

The gauges on the screen indicate how Arthur and you are performing.



- 1 **Magic Initial** is the first letter of the magic that Arthur can use.
- 2 **Magic Gauge** shows how much magic Arthur can use. Every time he uses magic, he loses some units. The number of units he loses is determined by the type of magic he uses.
- 3 **Life Gauge** shows how many chances Arthur has left to get through the game. When he is attacked by an enemy he loses one heart. When he falls into a pit he loses all his hearts. He earns additional hearts whenever he gets a new armor.



Status Screen

To see the Status screen during a game, press Pause on the Master system. Press Button 1 or 2 to go back to the game.

- 1 **Magic:** This is a list of the different types of magic you can use. Press the D-Button up or down to select a magic.
- 2 **Stats:** This list shows the type of helmet, armor, shoes and weapon you have.
- 3 **Score:** Your present score.
- 4 **Arthur:** This shows the number of times you have left to get through the game. You have three tries. If you lose them all, the game is over.



End of Game and Continue Game

When you lose all your tries, the game ends and the Continue screen appears. On the Continue screen, press Button 1 or 2 before the timer reaches zero to continue from the beginning of the scene you left off. The number of times you can continue is unlimited.

Mysterious Treasure Chests

As Arthur continues his trying journey, he comes across treasure chests. Break them open with your weapon.

! Magician

When a magician pops out, destroy him right away. Otherwise, his magic can turn you into a duck (if you have your armor on) or into an old man (if you're naked).





2 Secret Gates

When these gates appear, enter them. Sometimes you'll meet an old man who'll restore your life and magic. Other gates lead you to a chamber where an old man gives you weapons and armor. And some doors lead you to

3 Arthur's Gear

There are three types of armor and each serves a different purpose:

- **Robes** allow you to use magic. The amount of magic you can use increases whenever you get a new helmet.
- **Armor** saves you extra hearts.
- **Shoes** make you run faster and can also make you jump better.



The color of the helmet, armor and shoes determines how much protection Arthur has.

Silver	Min. Protection
Red	↓
Green	
Gold	
	Max. Protection

Weapons

- 1 **Javelin** Flies straight and is your first weapon
- 2 **Dagger** Flies faster than the javelin
You can throw three of these consecutively
- 3 **Axe** Can penetrate enemies but cannot be thrown consecutively
- 4 **Discus** Will spin the ground when thrown from a kneeling position
- 5 **Fireball** Allows you to throw fiery balls consecutively

1



2



3



4



5



Magic

- ① **Fire Magic** Four balls of fire burn enemies to a crisp
- ② **Thunder Magic** Flashes of lightning that zap the enemies
- ③ **Shield Magic** Two shields appear which protect you from the enemies

①



②



③



- ④ **Double Magic** Your double appears and the two of you can fight together
- ⑤ **Bomb Magic** Blows away enemies instantly
- ⑥ **Life Magic** Restores life

③



④



⑤



The World of Ghouls'n Ghosts

There are five stages to survive, each with different levels of play. Here's a rundown of what to expect.

The Hill of Torture

This is the entrance to Loki's world. Poisonous Flowers spit out deadly skulls, and snorting Pigmen come at you with pitchforks. The Spirits of Death are out with razor-sharp scythes to reap your life.



The Village of Decay and Destruction

Knock down Giga Turtle and Mega Heads. Carefully cross over a bottomless pit where a giant insect tries to drag you in. Then find yourself in a town enveloped in raging flames where Fire Balls and burning columns block your path.

Baron Rankle's Tower

Watch out for the ceiling and for the Flying Octopus that drop iron balls on you. Walk across slippery purple tongues without getting swallowed. Quick thinking and fast moves are the keys to staying alive!



The Crystal Forest

Wander through a swamp, climb over the leads to Loo's castle. Climb elevators of dinosaurs and jump over gorges. When you're sliding down the stream, stay away from big, bubbly fingers!

The Castle

Now you're in the enemy lair of Loo's castle. Destroy Loo and save Princess Tamara!



Arthur's Hints

- Open every treasure chest that appears. It'll be difficult to continue the game if you don't.
- Choose your armor (including helmet and shoes) in the right order. Wearing mismatched armor may give you difficulties.
- Learn how all the different enemies move. It'll be quicker and easier for you to defeat them.
- Find the Gatekeepers' weak spots. You'll have an easier time destroying them.



HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM

For Proper Usage

- ① Do not immerse in water!
 - ② Do not bend!
 - ③ Do not subject to any violent impact!
 - ④ Do not expose to direct sunlight!
 - ⑤ Do not damage or deform!
 - ⑥ Do not place near any high temperature source!
 - ⑦ Do not expose to thinner, benzene, etc.!
- When wet, dry completely before using
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in tepid water
 - After use, put it in its case
 - Be sure to take an occasional recess during extended play



SEGA

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